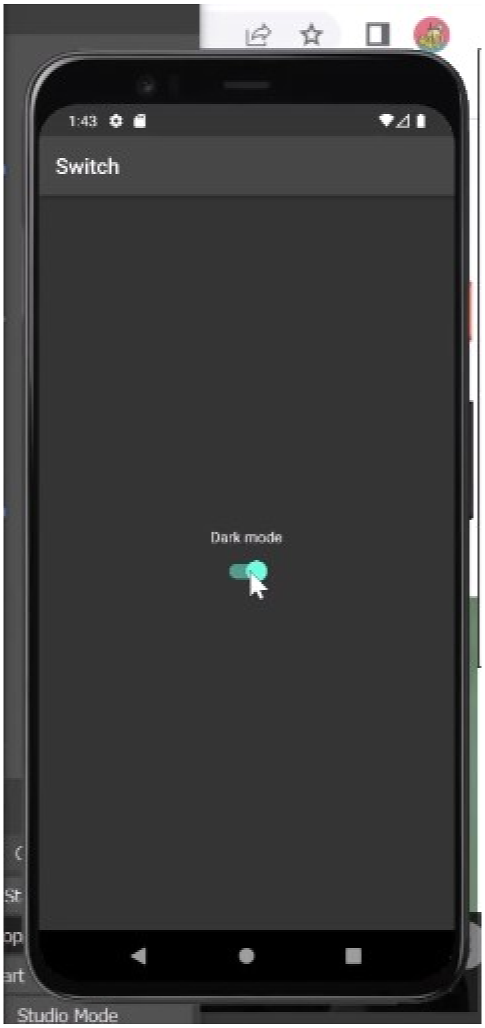
Switch

```
import 'package:flutter/material.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatefulWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  State<MyApp> createState() => _MyAppState();
}

class _MyAppState extends State<MyApp> {
  bool isDark = false;
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      theme: ThemeData(
        brightness: isDark ? Brightness.dark : Brightness.light,
      ),
```

```
    home: Scaffold(
      floatingActionButtonLocation: FloatingActionButtonLocation.centerFloat,
      appBar: AppBar(
        title: Text("Switch"),
      ),
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: [
            Text("Dark Mode"),
            Switch(
                value: isDark,
                onChanged: (value) {
                  setState(() {
                    isDark = value;
                  });
                  print(value);
                })
          ],
        ),
      ),
    ),
  );
 }
}
```



1:43
Switch
Dark mode
Studio Mode